

ABSTRACT OF THE DISCLOSURE

Player characters can participate, quickly as alternated, in a battle while simplifying the alternating procedure. At the instant of a transfer to an acceptance of decisions on the player characters and actions, a standby state continues until a button is pushed, until an X-button is pushed, or until the actions for the player characters to execute are selected. When the button is pushed, a list of standby player characters is displayed to display the character names and characteristics of the characters. When the selections of the relief characters are received and selected by the player, the characters are alternated. When the X-button is pushed, the character alternations are restored. When the actions for the player characters to execute are selected, moreover, the operations for executing the decided actions are executed to end a series of player characters and the acceptance of the action decisions.